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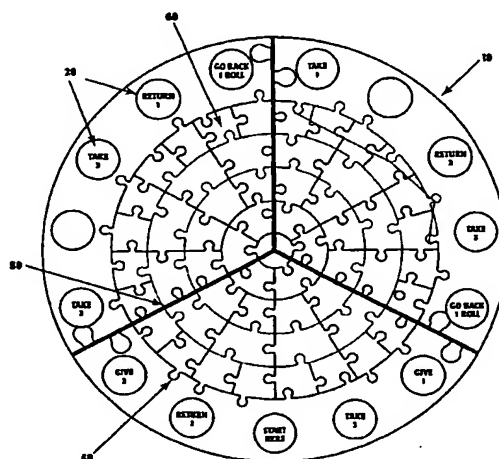
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(54) Title: **PUZZLE GAME APPARATUS AND METHOD OF PLAY**



(57) Abstract: The present invention provides a puzzle game apparatus and method of play, where in the game involves the construction of a jig-saw type puzzle. The game apparatus comprises a game board (10) having a number of task indicia (20) identified thereon which are arranged in a path formation. These task indicia may provide actions by which a player may acquire or relinquish playing pieces. The game board additionally includes a puzzle creation region (30) which is integrally part of the game board. The perimeter of the puzzle creation region has a number of attachment mechanisms (40) by which playing pieces are connected thereto. Each playing piece has a predetermined position within the puzzle creation region and has associated with it connection mechanisms which mate with adjacent playing pieces and/or the attachment mechanisms associated with the perimeter of the puzzle creation region. During play, a player moves their player identifier along the path formation acquiring or relinquishing playing pieces as indicated by the task indicia.